

## ABSTRACT

A method of optimizing the buffer latency in a streaming application for delivering streamed packets over a network. The packet delays are dynamically recorded for forming a histogram of the frequencies of occurrence associated with each delay. The histogram is updated plural times during a single session. A optimal latency is obtained from the updated histogram at which the packet loss percentage is within a predetermined amount and the optimal latency is less than a allowable maximum delay required by the application. The size of the buffer is thus adjusted.

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